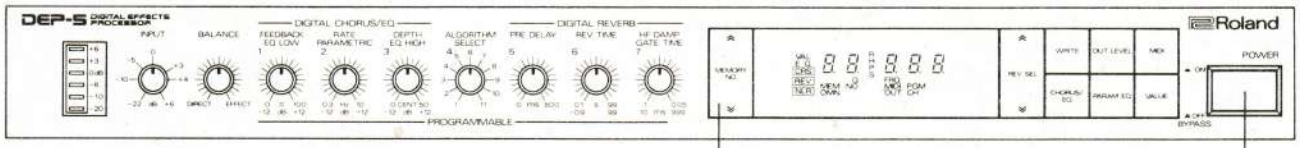
DIGITAL EFFECTS PROCESSOR DEP-5

Roland

Example Settings



Memory Number Button

Power/Bypass Switch

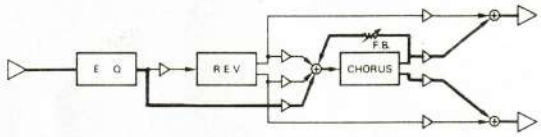
■ The tables on page 2 show the factory preprogrammed effects 1 to 99.

By turning the DEP-5 on while holding the both sides of MEMORY NO Button down, you can recall the factory preprogrammed effects 1 to 29. This erases the data Currently written in the Memory Number 1 to 29.

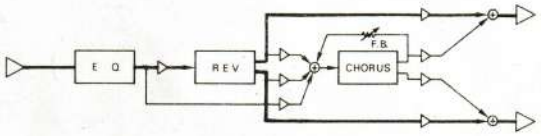
The preprogrammed effects 30 to 99 cannot be recalled once you have rewritten.

■ The pictures below show the combinations of the Equalizer, Reverb, Delay, Non-linear and Chorus which are set with the Algorithm Select and the flowchart of the signals.

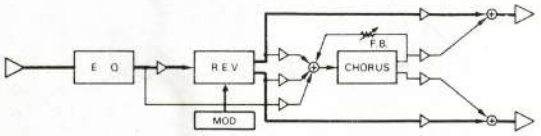
1. EQ, CHORUS



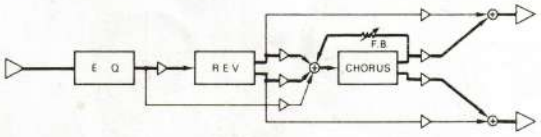
2. EQ, REVERB



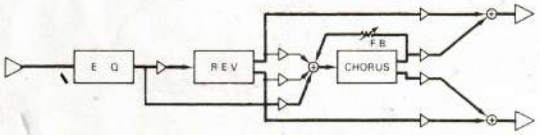
3. EQ, REVERB (MOD)



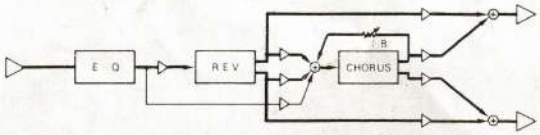
4. EQ, REVERB, CHORUS (Series)



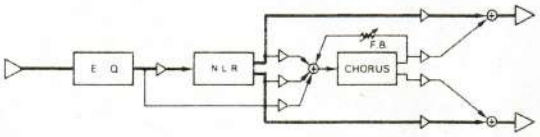
5. EQ, REVERB, CHORUS (Parallel)



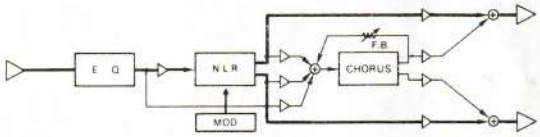
6. EQ, REVERB, CHORUS (Parallel)



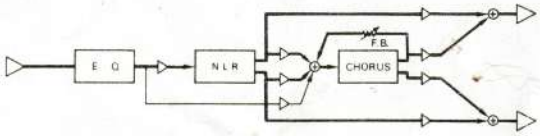
7. EQ, NON LNR



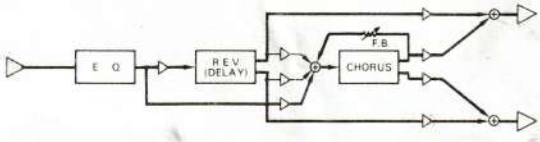
8. EQ, NON LNR (MOD)



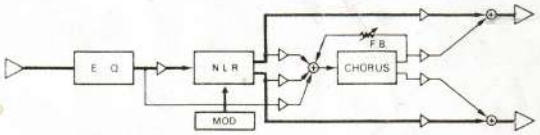
9. EQ, NON LNR, CHORUS (Parallel)



10. EQ, DELAY, CHORUS (Parallel)



11. EQ, NON LNR (MOD)



	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Reverb	1	Natural Reverb	—	—	—	1	−5	−5	2	10	3.1	0.26	R 14	0.6	1.60	30
	2	Concert Hall	—	—	—	1	−1	0	2	36	2.5	0.71	H 36	0.4	0.59	25
	3	Cathedral	—	—	—	−1	−1	−2	2	42	3.1	0.64	R 48	0.4	1.27	40
	4	Bright Room	—	—	—	−4	−3	−1	2	10	1.1	1.00	R 20	1.0	2.03	30
	5	Space	—	—	—	0	2	5	2	0	29	0.05	P 2	0.6	5.31	40
	6	Plate	—	—	—	0	1	2	2	38	3.0	0.71	P 1	0.9	6.15	36
	7	Total Balance	—	—	—	2	−1	0	2	3	3.5	0.30	R 14	0.2	0.37	30
Non Linear	8	Hard Gate	—	—	—	−1	2	0	7	0	3.8	171	1	0.2	1.75	45
	9	Reverse Gate	—	—	—	1	3	3	7	0	−0.9	234	1	0.2	1.75	45
	10	Pan Richochet	—	—	—	1	2	0	7	54	99	115	2	0.2	1.75	45
	11	Panning Bounce	—	10.0	8.7	10	10	−3	11	21	88	455	3	3.2	1.80	40
Chorus & Delay	12	Chorus	0.0	1.1	8.5	−2	4	3	1	—	—	—	1	0.2	0.30	60
	13	Flange	90.7	1.1	0.9	−2	−2	3	1	—	—	—	1	0.2	0.30	60
	14	Pan Slaps	0	1.1	0	0	0	0	10	122	15.3	1.00	3	0.2	0.30	60

	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Chours Reverb & Chours NLR	15	Chorus Reverb 1	—	1.3	3.5	3	1	−3	3	0	2.6	0.45	H 48	0.6	6.15	45
	16	Chorus Reverb 2	69.5	10.0	0.3	7	−1	8	5	130	9.9	0.49	P 1	2.0	0.53	40
	17	Flanged Non Linear	96.6	5.5	6.0	−10	−3	3	9	0	−0.9	10	3	2.5	7.99	40
	18	Bi Phaser	79.5	0.3	4.8	0	12	−8	9	255	−0.9	999	1	8.0	12.0	60
Special Effects	19	Spinners	79.7	0.3	50.0	−2	4	3	4	0	40	0.50	R 20	0.2	0.30	60
	20	Flanged Infinite	66.0	0.3	0.5	0	0	2	4	39	53	0.60	H 76	0.2	0.30	60
	21	Rise & Fall	89.9	0.3	50.0	0	−2	−2	9	0	−0.9	25	2	1.3	2.35	60
	22	Sublimation	—	8.9	0.3	6	−2	5	3	0	20	0.36	S 1	4.4	0.79	60
For Instruments	23	Sax	59.7	0.3	1.5	5	2	−3	5	2	2.6	0.55	H 14	3.0	0.30	30
	24	Snare	—	—	—	3	4	0	2	425	1.2	0.60	R 20	0.3	5.01	25
	25	Piano	—	—	—	2	−2	−2	2	3	3.5	0.32	R 14	1.5	2.03	30
	26	Guitar	0	8.9	0.3	6	−2	4	4	11	1.6	0.18	H 14	4.5	0.83	35
	27	Muted Guitar	—	10.0	0.3	7	1	3	3	11	0.5	0.55	R 3.1	2.0	3.15	30
	28	Bass	66.6	3.4	0.6	5	2	−3	5	2	0.7	0.55	H 14	3.0	0.30	30
	29	Voice	—	—	—	0	−4	6	2	209	0.7	1.00	R 76	0.2	0.30	50

	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms.s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Plate and Hall Setting	30	Concert Hall #1	—	—	—	0	1	5	2	38	3.2	0.71	H20	0.7	6.15	60
	31	Concert Hall #2	—	—	—	0	1	5	2	11	3.2	0.71	H36	0.7	6.15	60
	32	Long Hall	—	—	—	0	1	5	2	39	5.3	0.55	H76	0.7	6.15	60
	33	Almost Infinite	—	—	—	0	1	5	2	39	21	0.21	H76	0.7	6.15	60
	34	Auditorium	—	—	—	0	1	5	2	57	1.4	0.71	H14	0.7	6.15	60
	35	Plate #2	—	—	—	−3	−1	3	2	65	2.9	0.73	P 2	0.2	0.30	60
	36	Predelay Long Hall	—	0.3	5.1	−2	−3	−1	3	278	3.7	0.73	H20	0.2	1.04	60
Room Sounds	37	Small Panning Room	—	—	—	0	1	3	7	0	0.8	365	3	0.2	0.30	60
	38	Small #1 Bright Room	—	—	—	6	1	3	7	0	0.3	489	1	0.2	0.30	60
	39	Large #1 Bright Room	—	—	—	−2	−2	−1	2	0	1.1	1.00	R36	1.0	2.03	60
	40	Tiled Room	—	—	—	−2	−2	−1	2	0	0.4	1.00	R20	1.0	2.03	60
	41	Bright Dome	—	—	—	−4	−3	−1	2	0	1.1	1.00	H27	1.0	2.03	60
	42	Kitchen #1	—	—	—	−4	−3	−1	2	0	0.5	0.71	H14	1.0	2.03	60
	43	Kitchen #2	—	—	—	−1	0	0	2	0	0.3	0.71	H27	0.2	0.30	60
Non linear and Gate Setting	44	Pan Gate #1	—	—	—	0	2	0	7	0	99	214	2	0.2	1.75	60
	45	Long Gate	—	—	—	−1	2	−2	7	0	99	281	1	0.2	3.15	60
	46	Pan Gate #2	—	—	—	−1	2	0	7	54	99	422	2	0.2	1.75	60
	47	Dense Gate #1	—	0.3	0	−1	1	−2	11	13	99	140	1	0.2	0.81	60
	48	Modulated Gate	—	1.3	50.0	−1	2	2	8	13	99	76	1	0.2	1.75	60
	49	Modulated Pan Gate	—	1.3	50.0	−1	2	2	8	13	99	211	3	0.2	1.75	60
	50	Non linear Rm	—	—	—	1	3	2	7	13	0.9	441	1	0.2	0.98	60

	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Delay and EQ	51	Pan Slaps ≒1	0	0.3	0	0	0	0	10	114	33.1	1.00	3	0.2	0.30	60
	52	Panning Delay ≒1	0	0.3	0	0	0	0	10	739	6.3	1.00	3	0.2	0.30	60
	53	Echo ≒1	0	0.3	0	0	0	0	10	311	43.4	0.64	2	0.2	0.30	67
	54	Stereo Filtered Delay	0	0.3	0	0	0	0	10	216	89.7	0.05	3	0.2	0.30	60
	55	EQ'd Slap	0	0.3	0	2	12	3	10	55	0	1.00	2	0.2	1.65	39
	56	1 Second Pan Echo	0	0.3	0	0	0	0	10	2	57.4	0.82	2	0.2	0.30	60
Chorus Programs	57	Chorus 2	0	0.8	6.0	−2	−2	5	1	—	—	—	1	0.2	0.30	60
	58	Tremolo Leslie	0	10.0	16.2	−2	11	−1	1	—	—	—	1	0.2	1.16	74
	59	Harmonized Honky Tonk	0	0.3	20.0	−11	5	0	1	—	—	—	1	0.2	2.21	84
	60	Chorus 3	50.1	5.1	13.0	−2	−1	−1	1	—	—	—	1	1.2	2.03	60
	61	Flange ≒2	68.0	0.3	1.3	−2	−2	3	1	—	—	—	1	0.2	0.30	60
	62	Flange + Double	68.0	0.3	1.3	−2	−2	3	10	74	0	0.71	3	0.2	0.30	60
	63	Chorus + Double ≒1	0	2.4	10.2	−2	−2	3	10	57	0	0.71	3	0.2	0.30	60
Chorus and Reverb	64	Flange Small Room 1	84.5	0.3	0	1	1	0	4	0	0.4	0.97	H 14	0.2	0.30	60
	65	Chorus + Long Hall 1	0	2	10.0	1	1	3	5	19	3.5	0.97	H 14	0.2	0.30	60
	66	Chorused Long Hall	0	1.2	15.5	1	1	4	6	21	2.9	0.97	H 36	0.2	0.30	69
	67	Tremolo Room	0	10.0	16.2	−2	−12	−2	4	0	1.1	0.71	R 8.2	0.2	1.51	60
	68	Flange + Big Room	90.7	1.1	0.9	−4	−3	−3	5	11	3.2	0.71	R 48	1.3	1.91	60
	69	Chorus + Long Hall 2	0	1.1	8.5	−2	4	3	5	82	2.7	0.83	H 27	0.2	0.30	60
	70	Harmonized Large Room	0	1.1	8.5	−2	4	3	4	48	2.6	0.91	R 76	0.2	0.30	60

	MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
			Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
Chorus and Non Linear	71	Chorused Pan Gate	0	1.1	8.5	−2	4	3	9	0	1.1	255	3	0.2	0.30	88
	72	Flanged Pan Gate	64.8	0.4	1.8	−2	0	3	9	0	99	296	3	0.2	0.30	68
	73	Regeneration Reverse Pan	92.5	0.7	50.0	0	0	0	9	0	−0.9	672	2	0.2	0.30	60
	74	Flanged Non Linear Pan	87.2	0.6	1.4	−2	−4	−3	9	0	99	767	2	0.9	1.97	65
	75	Chorused Gate	0	1.1	7.9	−1	1	−3	9	0	84	281	1	0.2	0.51	51
	76	Chorused #1 Non linear room	0	0.9	7.0	0	1	3	9	0	0.8	365	3	0.2	0.30	60
	77	Chorused #2 Non linear room	0	0.3	5.7	1	3	3	9	13	0.9	441	1	0.2	0.98	60
Reverse and Early Reflections	78	Reverse Bounce 1	—	0.3	0	1	−1	−1	11	0	−0.9	999	1	1.5	2.64	60
	79	Panning Bounce Gate	—	0.3	0	1	−1	−1	11	0	99	999	2	1.5	2.64	60
	80	Reverse Bounce 2	—	0.3	0	1	−1	−1	11	0	−0.9	292	1	1.5	2.64	60
	81	Inverse Room 1	—	—	—	6	1	0	7	0	−0.9	999	1	0.2	0.30	60
	82	Inverse Room 2	—	—	—	6	1	3	7	0	−0.9	427	1	0.2	0.30	60
	83	Panning Inverse Room 1	—	—	—	2	12	3	7	0	−0.9	296	2	0.2	1.19	69
	84	Panning Inverse Room 2	—	—	—	−2	1	3	7	190	−0.9	361	2	0.2	0.30	60
Chorus and Delay	85	Chorus & Panning Delay 1	0	0.9	11.7	−2	−2	−2	10	305	33.1	1.00	3	1.2	2.21	9
	86	Chorus & Stereo Slaps	0	0.3	8.5	0	−1	−2	10	114	33.1	1.00	3	1.2	2.03	60
	87	Vibrato & Echo	0	10.0	12.0	0	0	0	10	32	43.4	0.82	2	0.2	0.30	67
	88	Slow Chorus Echo	0	0.4	4.7	0	0	0	10	281	52.8	0.64	2	0.2	0.30	67
	89	Thick Chorus & 1 sec Pan Echoes	49.7	0.6	9.5	0	−1	−1	10	2.0	57.4	1.00	3	1.0	2.03	60
	90	Flanging & 2 sec Echo	75.7	0.3	1.4	0	−1	−1	10	2.0	57.4	0.82	2	1.0	2.03	60
	91	Chorus & 120 BPM Pan Echo	0	0.8	7.7	0	−1	−1	10	491	39.6	1.00	3	1.0	2.03	60

Special Rooms and Effects

MEMORY No.	REMARK	CHORUS			E Q			ALGORITHM SELECT	Pre Delay [ms]	Reverb Time [S]	HF Damp / Gate Time [ms]	Reverb Select	PARAMETRIC EQUALIZER		Out Level
		Feedback [%]	Rate [Hz]	Depth [CENT]	Low [dB]	Mid (Parametric) [dB]	Hi [dB]		Delay Time [ms,s]	Feedback [%]	HF Damp	Output	Q	Frequency [kHz]	
92	Metallic Tank ≠1	0	1.1	0	0	0	0	10	10	24.3	1.00	3	0.2	0.30	60
93	Metallic Tank ≠2	91.0	0.3	1.1	0	0	0	10	15	84.0	1.00	3	0.2	0.30	60
94	Special Room ≠2	—	—	—	0	−4	−4	2	0	2.0	1.00	S 2	0.4	1.55	60
95	Special ≠1	—	—	—	0	−3	4	2	0	10	0.93	S 1	0.4	0.98	60
96	Phased Long room	—	—	—	0	−3	4	2	75	11	0.46	S 1	0.4	0.98	60
97	Delay Flanged & Phased long room	0	2.9	16.0	−3	−4	2	6	86	11	0.46	S 1	0.5	0.83	60
98	Modulated Phased room	—	10.0	14.7	−3	−4	3	3	10	1.0	1.00	S 1	0.5	0.83	60
99	Test Parametar	0	0.3	0	0	0	0	10	0	0	1.00	1	0.2	0.30	60

Roland

'86-11-D3-5S